

may determine whether the player has pressed one of the bet-selection buttons **812**, in which case at block **830** data corresponding to the amount bet per payline may be stored in the memory of the controller **310**. At block **832**, the routine may determine whether the player has pressed the "Max Bet" button **816**, in which case at block **834** bet data (which may include both payline data and bet-per-payline data) corresponding to the maximum allowable bet may be stored in the memory of the controller **310**.

[0158] If the "Spin" button **814** has been activated by the player as determined at block **836**, at block **838** the routine may cause the slot machine reel images **802** to begin "spinning" so as to simulate the appearance of a plurality of spinning mechanical slot machine reels. At block **840**, the routine may determine the positions at which the slot machine reel images will stop, or the particular symbol images **804** that will be displayed when the reel images **802** stop spinning. At block **842**, the routine may stop the reel images **802** from spinning by displaying stationary reel images **802** and images of three symbols **804** for each stopped reel image **802**. The reels may be stopped from left to right, from the perspective of the player, or in any other manner or sequence.

[0159] The routine may provide for the possibility of a bonus game or round if certain conditions are met, such as the display in the stopped reel images **802** of a particular symbol **804**. If there is such a bonus condition as determined at block **844**, the routine may proceed to block **846** where a bonus round may be played. The bonus round may be a different game than slots, and many other types of bonus games could be provided. If the player wins the bonus round, or receives additional credits or points in the bonus round, a bonus value may be determined at block **848**. A payout value corresponding to outcome of the slots game and/or the bonus round may be determined at block **850**. At block **852**, the player's cumulative value or number of credits may be updated by subtracting the bet made by the player and adding, if the slot game and/or bonus round was a winner, the payout value determined at block **850**.

[0160] Although the above routine has been described as a video slot machine routine in which slot machine reels are represented as images on the display unit **274**, actual slot machine reels that are capable of being spun may be utilized instead, in which case the display unit **274** could be provided in the form of a plurality of mechanical reels that are rotatable, each of the reels having a plurality of reel images disposed thereon.

[0161] Moreover, it will be recognized that the determination of whether the player should receive a payout corresponding to the outcome of the slots game, an opportunity to play the bonus game, and/or receive a payout corresponding to the outcome of the bonus game may be made before the reels start "spinning." That is, the outcome of the slots game may be determined shortly after the wager is made and the "Spin" button **814** is depressed, with the animation of the reels (whether mechanical, electro-mechanical, or electrical) being selected according to the outcome to signal the player that a particular outcome has been determined. Likewise, the determination of whether the outcome will provide the opportunity of a bonus game may be made before the animation of the reels, and the outcome of the bonus game before the bonus game is displayed. As a consequence, the

order of the determination of the outcome of the slots game or bonus game and the animation of the reels need not be in the order shown in **FIG. 18**, and, in fact, may be in a different order without departing from the spirit and teaching of this disclosure. Similar remarks may be made in regard to the determinations of the outcomes and animations of the poker and blackjack routines discussed above, and the outcomes and animations of the keno and bingo routines discussed below.

Video Keno

[0162] Where the gaming unit **54** is designed to facilitate play of a video keno game, the display unit **274** may comprise a video display unit. **FIG. 17** is an exemplary display **900** that may be shown on the display unit **274** during performance of the video keno routine **486** shown schematically in **FIG. 9**. Referring to **FIG. 17**, the display **900** may include a video image **902** of a plurality of numbers that were selected by the player prior to the start of a keno game and a video image **904** of a plurality of numbers randomly selected during the keno game. The randomly selected numbers may be displayed in a grid pattern.

[0163] To allow the player to control the play of the keno game, a plurality of player-selectable buttons may be displayed. The buttons may include a "Cash Out" button **906**, a "See Pays" button **908**, a "Bet One Credit" button **910**, a "Bet Max Credits" button **912**, a "Select Ticket" button **914**, a "Select Number" button **916**, and a "Play" button **918**. The display **900** may also include an area **920** in which the number of remaining credits or value is displayed. If the display unit **274** is provided with a touch-sensitive screen, the buttons may form part of the video display **900**. Alternatively, one or more of those buttons may be provided as part of a control panel that is provided separately from the display unit **274**.

[0164] **FIG. 19** is a flowchart of the video keno routine **486** shown schematically in **FIG. 9**. The keno routine **486** may be utilized in connection with a single gaming unit **54** where a single player is playing a keno game, or the keno routine **486** may be utilized in connection with multiple gaming units **54** where multiple players are playing a single keno game. In the latter case, one or more of the acts described below may be performed either by the controller **310** in each gaming unit or by one of the network computers **56**, **76**, **110**, **112** to which multiple gaming units **54** are operatively connected.

[0165] Referring to **FIG. 19**, at block **922**, the routine may determine whether the player has requested payout information, such as by activating the "See Pays" button **908**, in which case at block **924** the routine may cause one or more pay tables to be displayed on the display unit **274**. At block **926**, the routine may determine whether the player has made a bet, such as by having pressed the "Bet One Credit" button **910** or the "Bet Max Credits" button **912**, in which case at block **928** bet data corresponding to the bet made by the player may be stored in the memory of the controller **310**. After the player has made a wager, at block **930** the player may select a keno ticket, and at block **932** the ticket may be displayed on the display **900**. At block **934**, the player may select one or more game numbers, which may be within a range set by the casino. After being selected, the player's game numbers may be stored in the memory of the controller